Amendments to the Claims

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of Claims

1. (currently amended) A computer-implemented system for personal development training comprising:

user input comprising the user's goal, possible outcomes, and influence factors on the possible outcomes, the weight of the influence factors on the possible outcome, creative solutions for positively affecting the influence factors, and the weight of affecting the influence factors;

a processor for processing the user input and generating an action plan <u>using a methodology</u> based on the <u>weight of the influence factors and the weight of affecting the influence factors user input</u>.

- 2. (canceled)
- 3. (currently amended) The system of claim 2 1 wherein the relevant data user input for each of the influence factors further comprises:

the effect of the influence factor on the possible outcome;

the weight of the influence factor on the possible outcome;

a statement about what drives the influence factor;

the timeframe under which the influence factor operates;

an affecting influence statement about how to affect the influence factor;

the weight of affecting the influence factor;

the risk of affecting the influence factor; and

the willingness to take the risk.

4. (currently amended) The system of claim 2 3 wherein the user input further comprises:

a list of how to affect the influence factors;

a statement of how to reduce <u>risk reduction actions for reducing</u> the risk associated with the affecting the influence <u>factors</u>; and

the weight of acting to reduce said risk.

5. (currently amended) They system of claim 4 4 wherein the action plan comprises: weighted and prioritized influence factors;

weighted and prioritized affecting influences creative solutions;

risk-weighted and willingness-weighted affecting influences creative solutions; and prioritized risk-reduction actions and weights.

- 6. (currently amended) The system of claim 1 wherein the system is implemented using at least one of a group comprising consisting of software; a semiconductor device; a graphical user interface; a command-line interface; and a menu-driven interface.
- 7. (original) The system of claim 1 wherein the action plan further comprises a video component for heightening the user's motivation and sense of accomplishment.
- 8. (original) The system of claim 1 wherein the action plan is downloaded to a destination selected by the user.
- 9. (currently amended) The system of claim 8 wherein the destination is selected from a group comprising consisting of a Palm Inc. Palm[™] handheld, a personal digital assistant (PDA), an ACT![™] data store, and an Outlook® data store, a personal information manager (PIM) data store, and a world-wide-web-based internet data store.
- 10. (currently amended) The system of claim 1 wherein the action plan is displayed on a display device selected from a group comprising consisting of a computer monitor, a portable computer display, a personal digital assistant display, a CRT, an LCD, a plotter, and a printer.
- 11. (currently amended) A computer-implemented method for personal development training comprising the steps of:

obtaining user input comprising the user's vision and goal, possible outcomes, influencing influence factors on the possible outcomes and relevant data for each of the influence factors creative solutions for positively affecting the influencing factors;

for each influence factor, reducing a risk associated with the influence factor to an acceptable level if the risk is too high relative to the importance of the influence factor <u>by iteratively querying</u> the user for risk reduction actions;

generating and displaying an action plan to the user based on the user input.

12. (currently amended) The method of claim 11, wherein the step of obtaining the relevant data for each of the influence factors and further comprises comprising for each influence factor:

obtaining the effect of the influence factor on the possible outcome; obtaining the weight of the influence factor on the possible outcome; obtaining a statement about what drives the influence factor; obtaining the timeframe under which the influence factor operates;

obtaining an affecting influence statement about how to affect the influence factor;

obtaining the weight of affecting the influence factor;

obtaining the risk of affecting the influence factor; and

obtaining the willingness to take said risk.

13. (currently amended) The method of claim 11 wherein the step of risk reduction comprises:

comparing the influence factor's risk to the influence factor's importance;

displaying a list of how to affect the influence factors the creative solutions for positively affecting the influence factor;

obtaining a statement of how to reduce the risk reduction actions for reducing the risk associated with the affecting the influence factor; and

obtaining the weight of acting to reduce said risk.

14. (currently amended) A computer program product comprising a computer useable medium having computer instructions stored therein for generating an action plan based on user input, the computer program product comprising instructions for:

obtaining user input comprising the user's vision and goal, possible outcomes, influencing influence factors on the possible outcomes and relevant data for each of the influence factors rankings of the weight of the influence factors on the outcomes and the risk of affecting the influence factors

for each influence factor, reducing a risk associated with the influence factor to an acceptable level if the risk is too high relative to the importance of the influence factor;

generating and displaying an action plan to the user <u>using a methodology</u> based on the user <u>input</u> rankings of weight and risk.

15. (currently amended) A method for guiding a user through a decision-making process on a particular issue comprising:

obtaining [a first input comprising] a goal of the user in resolving the issue;

obtaining [a second input comprising] possible outcomes related to the goal;

obtaining [a third input comprising] influence factors on the possible outcomes <u>and rankings</u> of the importance of the influence factors;

iteratively eliciting creative solutions for positively affecting the influence factors, and obtaining rankings of importance and difficulty of positively affecting the influence factors, until a solution having an acceptably low difficulty-to-importance ratio is obtained; and

processing the first, second and third inputs and generating a strategy unique to the user's particular issue using a methodology based on the rankings of the importance of the influence factors and the importance and difficulty of positively affecting the influence factors.

- 16. (previously added) A computer readable medium having computer-readable instructions stored thereon for implementing the method of claim 15.
- 17. (previously added) A computer system having software code that implements the method of claim 15.
- 18. (currently amended) A computer program product comprising a computer useable medium having computer instructions stored therein for generating a high end strategy based on user input, the computer program product comprising instructions for:

obtaining user input related to the user's goal, possible outcomes, and influencing factors on the possible outcomes, and a quantitative ranking of the weight of each of the influencing factors; and;

generating and displaying an action plan to the user <u>using a methodology</u> based on the user input quantitative ranking of the weight of each of the influencing factors.

- 19. (new) A computer-implemented method as claimed in claim 12, wherein the user is iteratively queried to reduce the risk if the weight of the influence factor on the outcome, the risk of affecting the influence factor and the willingness to affect the influence factor are each relatively high.
- 20. (new) A computer-implemented method as claimed in claim 19, wherein the weight of the influence factor on the outcome, the risk of affecting the influence factor and the willingness to affect the influence factor are each ranked by the user on a scale of one to ten, and wherein the user is iteratively queried to reduce the risk if each of these rankings is greater than five.
- 21. (new) A computer-implemented method as claimed in claim 13, wherein the action plan is generated by prioritizing the influence factors by the weight of the influence factors on the outcome, by prioritizing the solutions by the weight of affecting the influence factor, the risk of affecting the influence factor and the willingness to take the risk.

- 22. (new) A computer program product as claimed in claim 14, wherein the methodology prioritizes the influence factors by their weight on the outcome.
- 23. (new) A computer program product as claimed in claim 22, wherein the instructions further comprise:

obtaining solutions for affecting the influence factors, the weight of affecting the influence factors and the willingness to take the risk of affecting the influence factors, and wherein the methodology prioritizes the solutions by the weight of affecting the influence factors, the risk of affecting the influence factors and the willingness to take the risk.

- 24. (new) A computer program product as claimed in claim 18, wherein the ranking of the weight of each of the influencing factors is on a scale of one to ten.
- 25. (new) A software product for assisting a user in developing an action plan for achieving a desired outcome comprising:

means for obtaining one or more influence factors on the desired outcome and one or more creative solutions for positively affecting the influence factors;

means for obtaining quantitative rankings of the influence factors and the creative solutions; and

means for generating the action plan by prioritizing the influence factors and creative solutions based on the quantitative rankings.

26. (new) A software product as claimed in claim 25, wherein the quantitative rankings comprise:

rankings of the importance of the influence factors; rankings of the importance of positively affecting the influence factors; rankings of the difficulty of positively affecting the influence factors; and rankings of the willingness to positively affect the influence factors.

27. (new) A software product as claimed in claim 26, and further comprising means for reducing the difficulty of affecting the influence factors by eliciting risk reduction actions when the quantitative rankings are relatively high.